

AMENDMENT TO THE CLAIMS:

Claims 1-43 were filed originally and were pending at the time of the Office Action.

Claims 1-8, 14, 22 - 31, and 35-43 are amended.

Claims 1-43 remain pending.

1. (Currently Amended) A method for managing a plurality of virtual items during computer game play, the method comprising:

indicating to a game player during game play the plurality of virtual items to be obtained as possessions by the game player, at least a portion of the plurality of virtual items comprising attributes;

obtaining the plurality of virtual items with the game player;

indicating as being possessed by the game player at least a portion of the obtained plurality of virtual items;

filtering a the obtained plurality of virtual items based on their attributes; and

displaying the filtered obtained plurality of items in a game inventory.

2. (Currently Amended) The method of claim 1, wherein the attributes are invisible game player is a virtual game player.

3. (Currently Amended) The method of claim 1, further comprising:
constructing the-a first and a second filter; and
filtering with the first and second filter the obtained plurality of virtual
items based on their attributes.

4. (Currently Amended) The method of claim 3, further comprising wherein
constructing -a-the first filter by the game player-of the game constructs the filter
and constructing the second filter by a game developer.

5. (Currently Amended) The method of claim 43, wherein-further comprising
selecting by the game player either the first filter or the second filter to obtain the
plurality of virtual items based on their attributes a-game developer-of the game
constructs the filter.

6. (Currently Amended) The method of claim 31, wherein a plurality of items included in the inventory are accessed through-using a plurality of filters, wherein
each filter is used to select virtual items having associated attributes that match
different predetermined attributes associated with the filter.

7. (Currently Amended) The method of claim 6, wherein certain ones of the plurality of filters include a queries that are defined by a player of the game, and other ones of the plurality of filters include queries that are defined by a game developer.
8. (Currently Amended) The method of claim 74, wherein only those virtual items that satisfy a query that corresponds to the filter are selected by the filter.
9. (Original) The method of claim 8, wherein the virtual items are displayed over an inventory management portion of the display.
10. (Original) The method of claim 8, wherein the query includes a structured query language (SQL) query.
11. (Original) The method of claim 1, wherein there are a plurality of filters, and each filter is indicated by a distinct inventory filter icon.
12. (Original) The method of claim 11, further comprising selecting a virtual item icon to display the virtual item corresponding to the virtual item icon.
13. (Original) The method of claim 1, wherein the filter is displayed as a portion of a user interface, further comprising the player at least partially defining the filter.

14. (Currently Amended) The method of claim 1, further comprising displaying virtual items that include attributes that match predetermined attributes queried by a selected filter to a player.

15. (Original) The method of claim 14, wherein a mouse is used to select the filter.

16. (Original) The method of claim 14, wherein a joystick is used to select the filter.

17. (Original) The method of claim 14, wherein a computer display button is used to select the filter.

18. (Original) The method of claim 14, wherein a computer display menu is used to select the filter.

19. (Original) The method of claim 1, wherein the filter is represented by a name.

20. (Original) The method of claim 1, wherein the filter is represented by a symbol.

21. (Original) The method of claim 1, wherein the filter is displayed as part of the screen displaying the inventory.

22. (Currently Amended) The method of claim 43, further comprising:
enabling the first filter to first a first virtual item; and altering the attribute of the
first virtual item to enable the second filter to filter the virtual item and disable the
first filter from filtering the first virtual item.

23. (Currently Amended) An apparatus—computer game including a game
display, the game display comprising:

a game display, the game display at least partially includes virtual item
icons indicating a plurality of virtual items collected by a game player during play
of the computer game, at least a portion of the plurality of virtual items comprising
attributes, and

an inventory management portion, the inventory management portion
further includes:

an inventory filter icon that can be selected to yield a selected
inventoried package display, the selected inventoried package display displays
zero or more filtered virtual item icons, each displayed virtual filtered item icon
represents a virtual item that includes the attributes filtered based on queries
associated with the inventory filter icon.

24. (Currently Amended) The computer game apparatus of claim 23, wherein
dragging a virtual item icon associated with one of the virtual items to a different
location on the game display alters the attributes of that virtual item.

25. (Currently Amended) The computer game apparatus-of claim 23, wherein a the game player defines the inventory filter icon.

26. (Currently Amended) The computer game apparatus-of claim 23, wherein a game developer defines the inventory filter icon.

27. (Currently Amended) The computer game apparatus-of claim 23, wherein the game display further includes a game screen where game action by a virtual game player is being portrayed an action screen portion.

28. (Currently Amended) The computer game apparatus-of claim 23, wherein the computer game is operative to apparatus-searches a plurality of items for a game, and the apparatus displays only those items that satisfy search criteria as set forth by the attributes filtered by-based on queries associated with the inventory filter icon.

29. (Currently Amended) The computer game apparatus-of claim 23, wherein a the game player provides attributes and selects items based on the criteria using a user interface.

30. (Currently Amended) The computer game apparatus-of claim 23, wherein the computer game apparatus-highlights the attributes of certain desirable virtual items to a player.

31. (Currently Amended) A computer readable medium having comprising computer executable instructions which, when executed by a processor, causes the processor to:

indicate a plurality of virtual items to be obtained as possessions by a virtual game player during the play of a computer game, at least a portion of the plurality of virtual items comprising attributes;

collect in an inventory the plurality of virtual items with the game player;

select a filter to apply to the inventory based on the attributes of at least one of the plurality of virtual items that are used within the computer game; and

apply a-the selected filter to an-the inventory based on the at least one of the an-attributes of each one of a plurality of virtual items that are used within the game.

32. (Original) The computer executable instructions of claim 31, further comprising constructing the filter.

33. (Original) The computer executable instructions of claim 31, wherein a player of the game defines the filter.

34. (Original) The computer executable instructions of claim 31, wherein a game developer of the game defines the filter.

35. (Currently Amended) The computer executable instructions of claim 31, wherein certain ones of the plurality of filters are defined by a player of the game, and other ones of the plurality of filters are defined by a game developer, and wherein the game player selects which of the plurality of filters are to be applied to the inventory.

36. (Currently Amended) The computer executable instructions of claim 31, wherein further comprising indicating a filter to select; and displaying to a game player only those virtual items that satisfy a query that corresponds to the selected filter are displayed to a player in the filter.

37. (Currently Amended) An apparatus comprising:

a game server operative to couple with a plurality of game computers running a computer game, the game server at least partially includes including an inventory management portion that stores an indication of a plurality of virtual items obtained as possessions by a plurality of game players during their play of the computer game, at least a portion of the plurality of virtual items comprising attributes; and

the inventory management portion further includes including a process for providing an inventory filter icon that can be selected by game players to filter attributes of the plurality of virtual items to yield a selected inventoried package display, the selected inventoried package includes a process for display displays indicating at least one virtual item icon to the game player, each displayed indicated virtual item icon represents at least one of the plurality of the virtual items that includes the attributes filtered by as a result of at least one of the game players selecting the inventory filter icon.

38. (Currently Amended) The apparatus of claim 37, wherein a game player can select a user defined the inventory filter icon or a game developer defined inventory filter icon.

39. (Currently Amended) The apparatus of claim 37, wherein a game developer defines the inventory filter icon wherein the virtual items are obtained as possessions by capturing the virtual items from virtual game players during the play of the computer game.

40. (Currently Amended) The apparatus of claim 37, wherein the game display further includes a game screen where game action by a virtual game player is being portrayed an action screen portion.

41. (Currently Amended) The apparatus of claim 37, wherein the apparatus searches a plurality of items for a game, and the apparatus displays only those items that satisfy search criteria as set forth by the attributes filtered by-as a result of selecting the inventory filter icon.

42. (Currently Amended) The apparatus of claim 37, wherein a player provides indicates attributes and attributes of the selects-virtual items are filtered based in the criteria established using a user interface.

43. (Currently Amended) The apparatus of claim 37, wherein the apparatus provides an indication to highlights the attributes of certain desirable virtual items by a game player.